At a Long Con set location an impersonator of me , Shill working with other Shills, will accept responsibility for the Crisis Actors generated event, child porn, exploitive photos taken in my vicinity b Crisis Actos who create the crisis and act in a Braggadocio way towards me publicly that treats me as though I am suspected of the Crisis event.

I call Element A where the Crisis was staged, exploitive photos were taken, and Element B where a Crisis Actors as Edward Donegan confesses to exploiting females and “owes” his DNA because of it as if in recompense.

These Crisis Actors are defaming a White Supremacist to other White Supremacist, a goal of a Stalk of me which takes me from “birds of a feather” into non white skid row as the non whites are the crisis actors billing my trust fund for the crisis events and for their actions in the crisis.

Fugitive Hunting Dogs watch the dopple apartment in a different building of Casa Linda. A card key scheme for a moment into 314 as I am told in writing (the key card envelope) to take my luggage to 414 my room. A scuzzy black “provider” takes a blonde to 314 as I leave for 414. I come back from 414 and my card is “fixed” and now it does work on 414.

It seem from Mistress Vesta of Christian Natural Law I am at her CENTCOM near Da Ass Raper facility where dopple of me are confronted and charged my dna.

A chair said to me “my chair” at William Ruiz is moved from his apartment to another and at the same time my motorcycle jacket is stolen. I am told to “clean myself off the computer” as I leave his apartment. This hyperspaces me to masturbating in the moved chair wearing my stolen jacket.

Stages of the con

In Confessions of a Confidence Man, Edward H. Smith lists the "six definite steps or stages of growth" of a confidence game.[7] He notes that some steps may be omitted.

Creating the Crisis

Foundation Work

Preparations are made in advance of the game, including the hiring of any assistants required. [Crisis Actors which will require others to take acts in the crisis]

The Hurrah

A sudden crisis or change of events forces the victim to act immediately. This is the point at which the con succeeds or fails.

Con People Seek the Assistence of Others in the Crisis

Approach

The victim is contacted. (in this case Jim Volcelka who will be drawn into criminal activity he thinks will not be caught. He otherwise as one of the "goodguys" would have had a great room mate tenant.)

Build-up

The victim is given an opportunity to profit from a scheme. The victim's greed is encouraged, such that their rational judgment of the situation might be impaired.

Pay-off or Convincer

The victim receives a small payout as a demonstration of the scheme's effectiveness. This may be a real amount of money, or faked in some way. In a gambling con, the victim is allowed to win several small bets. In a stock market con, the victim is given fake dividends.

Special Operators

The In-and-In

A conspirator (in on the con, but assumes the role of an interested bystander) puts an amount of money into the same scheme as the victim, to add an appearance of legitimacy. This can reassure the victim, and give the con man greater control when the deal has been completed.

A shill

also called a plant or a stooge, is a person who publicly helps or gives credibility to a person or organization without disclosing that they have a

close relationship with the person or organization. Shills can carry out their operations in the areas of media, journalism, marketing, politics, confidence games, or other business areas. A shill may also act to discredit opponents or critics of the person or organization in which they have a vested interest through character assassination or other means.

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Effect of False Flag, effect of Crisis Acts acts on real person in whose identity the crisis was created in

In addition, some games require a "corroboration" step, particularly those involving a *"rare item"* [flim flam quackery claim of savant, etc.,]. This usually includes the use of an accomplice who plays the part of an uninvolved (initially skeptical) third party, who later confirms the claims made by the con[man.

Character assassination

(CA) is a deliberate and sustained effort to damage the reputation or credibility of an individual[1] The term could also be selectively applied to social groups and institutions. Agents of character assassinations employ a mix of open and covert methods to achieve their goals, such as raising false accusations, *planting and fostering rumors, and manipulating information.*